

超機密

TOP SECRET

追加資料

ADDITIONAL MATERIAL

What is an Operations Director?

The Operations Director (OD for short), is an important character to the pilots. The person directly in charge of their battles with an angel as well as taking the most responsibility for their daily lives, the OD in most AdEva games is probably the NPC the players will be encountering the most. In previous iterations of the game, the OD had been made available to players as an option for characters. This section will explain the various pros and cons, several approaches, and then finally the mechanical portion.

Should your game have an OD?

Adeptus Evangelion is a game that focuses on the story of the pilots, who are middle-schoolers by default. The fragile innocence and vulnerability that comes with being a child part of what makes an AdEva game identifiable as an Evangelion experience. NPC Operations Directors definitely play a role in the plot arcs of characters, but should you have one as a player? Their character will most likely be an adult with many duties that will take them away from the group, and if they don't, the party now has a permanent nanny which the players may not appreciate. Furthermore, since ODs have legitimate authority over pilots, you have now given one player the ability to order the others around—the group may not like that either.

How to incorporate the OD into your Game

1. Operations Director as Co-GM

Because an Operations Director occupies such a strange place in the narrative, one option is to deputize the OD as your Co-GM. You'll be sharing your notes about the setting, your ideas for the future, and your session plans with them. In this case, the only information you will not be sharing with the OD is your Angel stat-blocks. The OD should be someone you trust to be able to run scenes, handle characters, and generally help run the game—even if you decide to take a night off. The advantage of this set up is that you will not only be getting a backup GM, but you will effectively sidestep any issues of screen-time, group authority, and plot-sensitive information.

2. Operations Director as Player

You can also just forgo any sort of inclusion of the OD in the planning and have them be a regular player. This has the advantage of preserving your power as the GM and might be your only option if the OD isn't someone you can trust to handle things in a way you are comfortable with. However, using the OD in this way will run into the problems listed above and requires very careful planning to ensure that all parties have equal time and importance to the game.

3. Operations Director as Assistant

Another option is to instead make them an assistant. Not quite a Co-GM, your OD in this case will still receive some plot-sensitive information and be able to orchestrate non-critical scenes on your behalf (while you focus on the big picture), but will be left in the dark as to the larger narrative, your plans, and of course the Angels themselves. This is a healthy balance between having a Co-GM and having another player. When you choose this route, decide ahead of time what you will be delegating to your OD and what you will keep close to your chest. Don't be afraid to listen to suggestions from your OD either, since they have the opportunity to see things from both yours and the player's viewpoints.

The Mechanics

Personal Scores

All ODs start with the following Personal Scores

Physique	Intelligence	Empathy
30 +2d6	30 +2d6	30 +2d6

ODs do not have a Synch Ratio score and can never gain one by any means.

Skills

ODs are proficient with any five skills of their choice, as well as one Restricted Skill.

Fate Talents

Operations Directors purchase Talents such as Skill Proficiency and Advances just as pilots do. However, they also have a new class of Talents called **Fate Talents**. Fate Talents are different from normal Talents in the following ways.

- Fate Talents all come with a specific effect that they trigger.
- Fate Talents may only be used once, after which they are erased from the character sheet.
- Fate Talents may be purchased any number of times, but a character may only have one instance of any Fate Talent on their character sheet.

Fate Talents are not typically representative of the OD's particular skills or actions, but rather they enable emulation of certain dramatic tropes and contrivances that happened during the series. Quite often, the OD character will not be aware that they have used a Fate Talent at all.

OD Talents

ODs do not have a Tree of Life with a trunk and branches. Instead, they have only one Talent Tree from which they may choose. Because this makes it much easier for them to obtain certain Talents, like Advances, their costs are higher than a pilot's would be.

Assets and Drawbacks

ODs are required to take the minimum 5 Depth of Drawbacks, just like pilots. However, they may not take any Drawback nor Asset that is related to Synch Ratio or the Evangelions. An OD may be counted as having any Root except Manufactured for the purposes of Assets and Drawbacks.

OD in Battle

Instants

Operations Directors act on Instants. Instants function much the same way that Intervals do, but instead of acting after each pilot's turn, an OD takes their Instant **before** a pilot takes their turn. An OD gains 1 Stamina each Instant, and has the normal limit of 3 Stamina.

OD Actions

Operations Directors cannot take any of the normal combat actions available to pilots for obvious reasons. Instead, an OD will usually be spending their Actions on utilizing Nerv Resource actions for the pilots. An OD may use any of the Nerv Resources actions as a Reaction for the pilots, paying its normal cost in Stamina and Nerv Resources.

Child ODs

Operations Directors are assumed to be adults, however in games where the OD is just another player it may be more beneficial to group cohesion to have them be another child like the pilots.

This requires a few changes, listed below:

- Child ODs have their Personal Scores start at 20 instead of 30.
- Child ODs do not begin trained in a Restricted Skill
- Child ODs may count as Manufactured for the purposes of Assets and Drawbacks, but still may not select any Asset or Drawback related to Synch Ratio or the Evangelions.

A GM should come up for a compelling reason to have a child be placed in charge of Evangelion deployment. Perhaps they are some kind of tactical genius, or maybe they are the architect behind the Magi System. Whatever explanation works for your game is fine.

Name	Scale	Freq	Cost	Prerequisites
Minor Advance (Any)	Per	5	5 E	---
Advance one Personal Score by 3.				
Group Advancement(Any)	Per	2	5 E	---
Gain a +5 Bonus to a Skill Group of your choice.				
Influence (Pilots)	Per	1	3 E	---
Gain a +10 situational bonus when using Empathy based skills on Eva Pilots.				
Influence (Nerv)	Per	1	3 E	---
Gain a +10 bonus to Empathy based skills against Nerv staff.				
Influence (Section-2)	Per	1	3 E	---
Gain a +10 bonus to Empathy based skills against members of Section-2.				
Influence (Any)	Per	2	3 E	---
Pick a demographic of people to gain a +10 bonus to Empathy based skills against.				
Restricted Skill	Per	2	3 E	---
Gain Proficiency in a single Restricted Skill Specialization of your choice.				
Skill Proficiency	Per	∞	1 E	---
Gain Proficiency in a single General Skill Specialization of your choice.				
Skill Training	Per	∞	1 E	Proficiency
Add a +5 bonus to one Skill you are Proficient in.				
Skill Mastery	Per	3	5 E	Proficiency, Skill 51+
Gain Mastery in a Skill, allowing you to spend 1 Luck to automatically pass a test of that Skill.				
Activate it	Eva	∞^*	20 xp	---
Plant a trap as a reaction.				
Advance Warning	Eva	∞^*	30 xp	---
The next battle will take place in a battlefield of your choosing				
Buy Time	Eva	∞^*	20 xp	---
Allow for a temporary retreat from an Angel, but cause Collateral.				
Commandeer	Eva	∞^*	30 xp	---
Swap one Technology for another for one battle.				
Don't run away	Eva	∞^*	20 xp	---
Allow a pilot suffering from Fear or Terror to choose the effect.				
Grow up already!	Per/Eva	∞^*	30 xp	---
Defy Fate to allow a pilot to temporarily overcome a Breakdown.				
I.O.U	Eva	∞	10 xp	---
Gain 2 additional Nerv Resources				
Only thirty seconds left...	Eva	∞^*	20 xp	---
Grant an unplugged Eva an additional 3 rounds of power.				
Service, Service!	Eva	∞^*	40 xp	---
Use any other Fate Talent you qualify for				
Teamwork Training	Per/Eva	∞^*	40 xp	---
For one battle, pilots in the same can make a specific Prepared Test.				
You're number one!	Per/Eva	∞^*	10 xp	---
Grant a pilot a +10 bonus to a Personal or Eva Score, but risk Stress.				
You should be proud	Per	∞^*	20 xp	---
Reduce a pilot's Stress, but only after winning a battle.				
Unbelievable Luck	Eva	∞^*	20 xp	---
Alter the outcome of a Test or Hit Effect.				

*Fate Talent

Minor Advance

Other

Effect: Your character has become greater than they were before in a certain range of their skillset. Whenever you gain this Talent, it will always be associated with a specific Personal Score (Physique, Intelligence, or Empathy). Permanently increase the specified score by 3

Group Advancement

Other

Effect: Each time that the Group Advancement talent is purchased, it is associated with a specific Skill Group. Increase the value of that Skill Group by +5. This Talent may be purchased for a given skill group no more than two times, for a total bonus of +10.

Influence

Social

Effect: You have a good reputation with a certain group. You gain a +10 situation bonus to all Empathy based skills when interacting with the designated group. Available groups that may be affected by this Talent include, but are not limited to, the following:

- Pilots: The operators of the Evangelions.
- Section-2: The black suited men and women that act as Nerv's security and intelligence division.
- Scientists: The scientific community, be they freelance or part of Nerv's own research division.
- UN: General officers and bureaucrats that operate within the United Nations government.
- Nerv: General staff of Nerv that do not fall into any other categories.
- Civilians: Non-military individuals not affiliated with any group or organization.

Restricted Skill

Other

Effect: Each time that the Restricted Skill Talent is purchased, you gain proficiency in one Restricted Skill.

Skill Mastery

Other

Prerequisite: 51+ in that Skill

Effect: Choose one Specialization that you are Proficient in which has a natural Target Number of 51 or more. You gain Mastery in that Specialization. When prompted to roll a Skill Test for a specialization in which they have Mastery, the player may choose to instead spend 1 Luck to automatically succeed on that roll as if they had rolled exactly half of their Target Number (rounding up when necessary). A character which had a Target Number of 45 for a Skill Specialization would, on a use of their Mastery, be treated as if they had rolled 23.

Skill Proficiency

Other

Effect: Each time that the Skill Proficiency skill is purchased, choose one Specialization (of any Skill Group) which you do not already possess. You gain Proficiency in that Specialization, allowing you to later Purchase Skill Training in that skill as well as make Prepared Tests for that Specialization should time and situation allow. This talent cannot unlock Proficiency in any Restricted Skills.

Skill Training

Other

Prerequisite: Proficiency in that Skill

Effect: Choose one Specialization that you are Proficient in. Gain a +5 Training Bonus in that skill. This Talent may be chosen for a specific skill up to 5 times, for a total bonus of +25.

Activate It

Fate

Effect: *Flood it with the special bakelite!*

As a 1 Stamina Reaction, you may place one of the following traps in a Sector of your choice.

- Mobility Trap: Nerv has prepared something to slow down the Angel, using such methods as bakelite sprayers, harpoon guns, or possibly a complex gravity trap or some kind. Regardless of the means, if the Angel begins an Interval inside of this Sector, they (any anyone engaged with them) become Immobilized for 1d6 Intervals and this Terrain has no further effect.
- Offensive Trap: Nerv has prepared a damage dealing trap to weaken the Angel, possibly in the form of massive gun emplacements, a precise missile strike, or a tank ambush. Regardless of the means, if the Angel begins an interval inside of this Sector, they (and anyone engaged with them) take 10 Soft Damage and this Terrain has no further effect.

This Talent may also be used to activate Supply Trucks and Barrier Plates regardless of the current battlefield, but the Stamina and Nerv Resources cost must be paid as normal.

Advance Warning

Fate

Effect: *Confirming, Pattern Blue!*

By some miracle, Nerv is able to detect the next Angel before it's at their front door. This Talent must be used in the same session as when an Angel is defeated. The next Angel to be encountered by the group takes place in a battlefield of your choosing.

Buy Time

Fate

Effect: *N2 Mine has been authorized!*

When you use this Talent, the Angel is temporarily stalled by an N2 mine, an elaborate super-science trap, or the Angel simply decides to change its method of advance. Whatever reason you choose, the Angel Battle ends, the Evangelions are recovered, Moderate Collateral is dealt to the Base of Operations, the Angel is Immobilized, and stops its attack for 1d6+6 hours. If the Angel is attacked or the Evangelions are deployed before this time is up, the Angel is no longer Immobilized and is free to act however it pleases. When used outside the Base of Operations, the Collateral is dependent on the battlefield chosen, and the Angel is instead delayed for 1d10+4 days. This Talent may not be used on any Angel more than once.

Commandeer

Fate

Effect: *As of 1500 hours today, for the aforementioned reasons, Special UN Agency Nerv hereby commandeers the assets listed in this warrant.*

This Talent may be used at any point before the Evangelions have been deployed. Select one Technology other than General available to the pilots and exchange it for any other. This swap lasts until the Angel has been defeated.

Don't Run Away

Fate

Effect: *You mustn't run away. Not now.*

As a 1 Stamina Reaction you may allow one pilot that has been affected by a Fear or Terror effect, but has not yet rolled on the Fear or Terror Charts, to choose an option on that chart instead of rolling.

Grow Up Already!

Fate

Effect: *If you won't pilot Eva, we'll find someone who will.*

When activating this Talent, choose one pilot suffering from a Breakdown. Until the end of the session, you may spend Luck on the pilot's behalf in order to allow them to act normally.

I.O.U

Other

Effect: *I'll have to call in some old favors.*

Each purchase of this Talent grants you a one-time use of an additional 2 Nerv Resources. Nerv Resources from I.O.U must be used before regular Nerv Resources.

Only Thirty Seconds Left...

Fate

Effect: *How much battery time is left? Just thirty seconds!?*

When activating this Talent, select an unplugged, undefeated Evangelion that has three rounds of power or less. It gains an additional three rounds of power.

Service, Service!

Fate

Effect: *Look forward to next time; there'll be plenty of fanservice!*

When you activate this Talent, choose any other Fate Talent. You immediately use that Talent, but you must pay any costs and observe any limitations that the Talent would normally require.

Teamwork Training

Fate

Effect: *The two of you will need to be in perfect synch for this next operation.*

Activating this Talent takes at least five days of time in which you subject the pilots to a humiliating and embarrassing training schedule. After completing this training period, the pilots may make Prepared Tests with any one Skill or Eva Score you choose during their next Battle, regardless of circumstances. Once you have used this Talent, you cannot use it again until the pilots have gained another 400xp.

You're Number One!

Fate

Effect: *I thought I'd give him a little confidence.*

Select one pilot and a Personal Score or one of the following Eva Scores: Eva Martial, Eva Firearms, and Reflexes. That pilot gains a miscellaneous +10 bonus to that Score for one Battle, but if they fail any Test using that Score or suffer a Stress Break, they immediately gain 1d6 Stress which ignores the normal limits on Stress gain and the bonus is removed. If Synch Ratio is selected, the penalty instead triggers on their first Synch Disruption.

You Should be Proud

Fate

Effect: *People will praise you for what you've done today.*

This Talent must be used in the same session as an Angel was defeated. Select one pilot and spend at least five minutes talking with them about how they made a difference. At the end of this talk, reduce the pilot's Stress by 1d6, ignoring the normal limits on Stress reduction. A pilot cannot benefit from this if they were Defeated by the Angel unless their Eva went Berserk.

Unbelievable Luck

Fate

Effect: *The odds of success are 0.000000001%.*

As a 1 Stamina Reaction, choose a pilot who has just failed a Test or rolled a Hit Effect. The pilot may reroll that Test or Hit Effect and take the result they prefer.

Random Story Events

GMs, we know that sometimes it can be hard to decide what's going to happen between Angel Battles. Sure, you have this cool conspiracy played out in your head, but even though Evangelion is known for its darker, psychological aspects, it was also a show that had a lot of light-hearted comedy and everyday scenes. To help you out, we've created the following tables to help get you started. Don't feel like you have to use every suggestion you roll, instead think of these as prompts to get your ideas flowing. Always try your best to make whatever you use fit the stories of the pilots and the theme of your game.

Some notes before you get started.

Pilots: Pilots will be referred to as the First, Second, or Third Child. These don't need to reflect anything actually in game, but you should decide before you start rolling who is who.

Setting: The setting of these tables assumes a 2015 Post-Impact Earth where the pilots are Middle-Schoolers or High School Freshmen at the oldest. You may need to change a few things if your game differs from these assumptions.

Event Type (Start Here)

Roll 1d6	Event Table
1	Daily Life
2	School
3	Nerv
4	Trip
5	Formal Event
6	Misfortune

School Characters

Roll 1d10	School Character
1	Student Council
2	Teacher's Pet
3	Class Clowns
4	Popular Kid
5	Nerd
6	Queen Bee
7	Tough Guy
8	Elective Teacher
9	Homeroom Teacher
10	Principal

Pilots

Roll 2d6	Pilots
Use either die unless doubles.	
1	First Child
2	Second Child
3	Third Child
4	First and Second Child
5	First and Third Child
6	Second and Third Child
Doubles	All Pilots

Nerv Staff

Roll 1d6	Staff Member
1	Operations Director
2	Chief of Science
3	Vice-Commander
4	Commander
5	Support Staff
6	Section-2 Member

Anime Events

This table is combined with any other table, adding some additional lighthearted anime flavor.

Roll 1d6	Extra Event
1	Roll on the Pilots table, ignoring multiple pilot results. A NPC with an important and close relationship to that pilot makes an unexpected appearance. Their behavior will invariably lead to embarrassing stories and suggestions.
2	For some reason, unavoidable underage drinking occurs during the event. Pilots must test Physique each time they drink or become drunk. If the event already features alcohol, then the drinks are twice as strong and the pilots get no chance to resist.
3	An irritating third wheel appears. This NPC will constantly get in the way of both the pilots and other NPCs, intentionally or otherwise.
4	During the event, any time two or more pilots of the opposite sex come into contact, there is a 50% chance that they will trip and fall into a compromising position.
5	During the event, there is a 50% chance of a wardrobe malfunction any time the pilots would be subjected to a strong impact.
6	Roll twice on this table. Roll an additional time for each 6 that occurs until all options are selected.

Daily Life

Roll 1d6	Event
1	<p>Someone important from Nerv is coming to dinner, and it's up to the Pilots cooperate to make a requested meal. Performance on this meal will have long-lasting consequences on the pilot's reputation.</p> <p>First, roll on the Nerv Staff table to see who is coming.</p> <p>Next, roll a 1d6 to determine the meal.</p> <ol style="list-style-type: none"> The meal is simple and made with everyday ingredients. The guest desires the taste of nostalgia. The meal is relatively easy, and the ingredients can be found at any store. The guest is looking for something robust and filling. The meal is somewhat complex, but the ingredients are common. The guest is checking to see if the pilots are growing up. The meal is fairly difficult, with a few unusual ingredients. The guest is testing the pilot's teamwork. The meal is very complex, and the ingredients require both time and preparation to use. The guest is measuring the pilot's resourcefulness. The meal would be difficult for professional chefs to make, with ingredients many have never heard of. The guest expects the pilots to fail, but is testing to see if they quit or push through to the end.
2	<p>It's someone's birthday!</p> <p>First, roll a 1d6 to determine whose birthday it is.</p> <ol style="list-style-type: none"> The First Child The Second Child The Third Child Nerv staff member. Roll on the Nerv Staff table to see who. Someone from school. Roll on the School Characters table to see who. Roll twice on this table. It's a double birthday! <p>Next, roll a 1d6 to determine what the plan is.</p> <ol style="list-style-type: none"> 1-2. At least one of the birthday people has planned out the day already and will be expecting the pilots to help. 3-4. The birthday people don't have anything planned, but their friends or colleagues are have a pleasant surprise. 5-6. At least one of the birthday people would rather not celebrate, but their friends or colleagues are going to throw a surprise party anyway.
3	<p>At least one of the pilots watched a TV drama which has characters that eerily mirror themselves and their fellow pilots.</p> <p>First, roll on the Pilots Table to see who watched the show.</p> <p>Next, roll a 1d6 per pair of pilots to determine how the characters in the show are related.</p> <ol style="list-style-type: none"> 1-2. The characters are romantically involved. 3-4. The characters are mortal enemies. 5-6. The characters are both mortal enemies and romantically involved.
4	<p>The Operations Director decides that several of the pilots need some time together to work out their issues. They are forced to spend at least one week in a one-room apartment with no doors or privacy.</p> <p>First, roll on the Pilots table to see who will be subjected to this.</p> <p>Next, roll a 1d6 to determine a complication.</p> <ol style="list-style-type: none"> 1-2. The pilots are tethered together somehow, and may not be farther than 2 meters apart at any time. 3-4. The pilots are bound by one hand and one foot, and must accomplish all their daily activities in coordination. 5-6. The pilots receive some kind of punishment each time they go a certain length of time without saying something positive about the other.
5	<p>One of the pilots comes into possession of a stray animal (your choice).</p> <p>First, roll on the Pilots table to see who takes in the animal.</p> <p>Next, roll a 1d6 to check the complications</p> <ol style="list-style-type: none"> Nerv, for whatever reason, demands that the pilot find someone else to take care of the animal. Roll once each on the Nerv Staff and the School Characters tables to see who would be willing to take the animal. The animal is sick, but veterinarians are rare in the Second Impact world. If the pilot cares at all for the animal, they will have a difficult time finding help. If the pilot cannot reasonably find treatment, act as if you rolled a 1 on this table. The animal particularly hates some people. Roll once on each of the Pilots, Nerv Staff, and School Characters tables. The animal will attack those people on sight. If this behavior is not corrected, act as if you rolled a 1 on this table. The animal has a bizarre effect on A.T. Fields, and Nerv will take it in for study if they ever find out. The pilot is unlikely to see the animal again. The animal is as intelligent as your average middle-schooler. Roll another 1d6. On a roll of 6, it can speak. Roll twice on this chart, rerolling duplicates. If you get this result again, the animal is an Angel.
6	<p>Severe weather traps the pilots together in an unusual place.</p> <p>First roll a 1d6 to determine the type of weather.</p> <ol style="list-style-type: none"> Freak snowstorm, regardless of the season. Tornado/Typhoon/Hurricane Earthquake A fire, natural or otherwise Flooding Unnatural weather, perhaps Angelic in nature. <p>Next, roll a 1d6 to determine where the pilots are trapped.</p> <ol style="list-style-type: none"> An apartment A convenience store. A church An indoor mall An abandoned warehouse. A Nerv Shelter <p>Finally, roll 1d6 for a complication.</p> <ol style="list-style-type: none"> 1-2. The location will not last long. The pilots have 1d6-2 hours (minimum 1) to either reinforce it somehow or find a new place. 3-4. <i>Someone</i> is looking for them and when they're found out, it won't be good for the pilots. 5-6. An Angel attacks.

School

Roll 1d6	Event
1	<p>A school play has been announced! Naturally, it's Romeo and Juliet. Roll on the Pilots table to match up pilots for the titular rolls. Any extra pilots who are unhappy with being trees or working behind the scenes will have an opportunity to contest this decision (Skill Tests or Challenges are appropriate), but once they have made their attempt, that ruling is final.</p> <p>Additionally, roll 1d6 to determine a complication.</p> <ol style="list-style-type: none"> 1. Romeo or Juliet gets sick or injured on the day of the play. The other pilot will have to take their place! 2. The pilot who did not get a leading role is in charge of writing the script adaptation. They have been instructed the kiss scene must stay. 3. The PTA has stated that this play will NOT be an excuse for debauchery among students. An intrusive representative is present at all times. 4. The costumes from last year got left out in the elements, and whichever pilot is not in the leading roles must make new ones. 5. The play will take place outside for some absurd reason, with a 50% chance of inclement weather. 6. Roll twice on this table, rerolling duplicates. If you get this result again, roll once more. Repeat this every time a 6 appears until all other complications are selected.
2	<p>It's the big game, the biggest one of the season! Which sport? Doesn't matter. The pilots have been selected as representatives for their class and are put in charge of making sure the setup goes well.</p> <p>Additionally, roll 1d6 to determine a complication.</p> <ol style="list-style-type: none"> 1. The opposing team is strong. Really strong. Unless the pilots do something, a loss is guaranteed. 2. The star player (and a bunch of bench-warmers) is down, so one of the pilots must participate as a backup player. If no pilot has appropriate statistics, reroll this result. 3. A cheerleader injures herself during practice (if this sport doesn't normally have cheerleaders, it does now) and names one or more of the pilots as her replacement. Declining this offer will typically cause large social fallout. 4. The home team is weak. Really weak. The coach has given up, and the Operations Director thinks this would be a great opportunity for personal growth in the pilots. 5. The field or stadium used for the game has burned down (don't ask why), and now the pilots must turn the lot in the back of the school into a suitable replacement. 6. Roll twice on this table, rerolling duplicates. If you get this result again, roll once more. Repeat this every time a 6 appears until all other complications are selected.
3	<p>The school dance is coming up. Is it homecoming? Prom? Something else? In any case, the pilots are highly expected to come, and may be offered some kind of reward for bothering with this social event.</p> <p>Roll 1d6 to determine complications (As if this needed them)</p> <ol style="list-style-type: none"> 1. Someone unexpected, but reasonably popular and good looking, asks one of the pilots out. 2. Someone unexpected, unpopular, and plain-looking asks one of the pilots out. 3. On recommendation from Section-2, Nerv officially bars the pilots from attending. Whether or not the listen to this order is up to them. 4. Whether or not they intended it, the pilots are going to receive some honors at the dance. Some more pleasant than others. 5. The punch has been spiked with a tasteless, odorless alcohol. One drink is more than enough for a middle-schooler. 6. Roll twice on this table, rerolling duplicates. If you get this result again, roll once more. Repeat this every time a 6 appears until all other complications are selected.
4	<p>A school festival? Do people even do those anymore in this country? Pilots are required to participate.</p> <p>Roll 1d6 for what their class is doing</p> <ol style="list-style-type: none"> 1. Some kind of cosplay cafe with cheap food. 2. Haunted house 3. A play. Use result 1 of the School Event table for more help. 4. An actual food stall. 5. A music show. 6. The idiot kids try to combine ideas. Roll twice on this table, rerolling duplicates. If you get this result again, roll once more. Repeat this every time a 6 appears until all other ideas are selected. It should be noted that each additional idea makes the overall project less likely to succeed.
5	<p>Exam season is upon you. The Operations Director is not pleased with the results the pilots have been bringing home, for whatever reason, and arranges study sessions. If the pilots don't attend these sessions, failure on their next major exam is guaranteed.</p> <p>Other students catch wind of this, so roll 1d6 to see who else comes.</p> <ol style="list-style-type: none"> 1. The smartest kid in class (who isn't a pilot) 2. The teacher's pet. 3. The class clown(s) 4. A Student Council member. 5. Any two 6. Any three.
6	<p>The Student Council is not very pleased with the pilots, seeing them as being hazardous to the wholesome upbringing of their fellow students. In addition to being shadowed by the Council members, roll 1d6 to determine additional complications to this fiasco.</p> <ol style="list-style-type: none"> 1. In any given interaction, there is a 50% chance that the pilot does or says something that can be misconstrued by the Council. 2. The Council is worried about the pilot's grades. One of the members holds study sessions at their own house, which the pilots are required to attend. 3. The Newspaper Club gets in on the action, and every day the pilots can find new, scandalous photos and articles posted about them in the halls. 4. The pilots must attend mandatory Morals and Ethics lessons after normal school hours, led by a local therapist and moralizer. 5. This is all just a ploy by one of the Council members, who has a dangerously intense crush on one of the pilots. 6. Roll twice on this table, rerolling duplicates. If you get this result again, roll once more. Repeat this every time a 6 appears until all other complications are selected.

Roll 1d6	Event
1	<p>Nerv attempts a Transfer Test, placing the pilots in each other's Evas. In addition to it taking about a week or more of off-again, on again tests where the pilots do Induction Training, some complication occurs during the Test (which ultimately fails, regardless of any initial results). Roll 1d6 to check the complication.</p> <ol style="list-style-type: none"> Each of the pilots has a vision of the Evangelion's designated pilot, who tells vague, but embarrassing truths about themselves. This phantom figure is actually the Evangelion itself speaking to the pilot. The power to the Base of Operations is cut, and the pilots are ordered to stay in the plug. Minimal battery power allows them to stay in radio contact with each other but they have only each other's voices to keep them occupied. Meanwhile, some concerning sounds are heard outside. The pilots collectively enter an Ego Event (See GM's Book). Fortunately for them, at the conclusion of the Ego Event the pilots all wake up in their rooms without any of the Stress they should have gained. For a moment, it seems like the Evangelions will go Berserk but after breaking free of their restraints and containment, the Evas pantomime the pilots having an argument—taking on the role of their designated pilot. This continues indefinitely, even after running out of power, until one of the pilots recognizes the argument and makes a genuine apology. The pilots may eject safely, but this does not stop the show. Halfway through the test, the pilots are wracked with terrible headaches and the test is called off. The science team explains this as Surrogate Synchro: for the next week, the pilots will be in terrible pain if they cannot be in physical contact with each other. While the Transfer Test fails, the pilots emerge from the plugs changed. For 1d6 days, each pilot has one of the other pilot's Destrudo and Symptoms. Their other memories and skills are unaffected.
2	<p>The UN comes to inspect Nerv, particularly the welfare of the pilots. For at least a week, the UN investigators will spend an undue amount of time asking questions and invading into the pilot's lives. Roll 1d6 for an additional complication</p> <ol style="list-style-type: none"> 1-2. The UN investigators are mostly harmless, but wish to conduct psychological evaluations of the pilots with their own staff. While the evaluations will invariably be uncomfortable, playing along without too much resistance will lower the pilot's Stress as if they had used Catharsis. 3-4. The UN suspects some form of child abuse. They're probably correct in their assumptions, but if the pilots do nothing to disprove this, they run the risk of Nerv Resources being reduced by 2 for their next Angel Battle. 5-6. This isn't really about the UN at all, but rather whatever host country the Evas are stationed in. The inspectors are actually looking for information on Project E and are attempting to use their observation of the pilots to deduce how the Evas work. While they will inevitably fail, the pilots may attempt to help or sabotage as they see fit.
3	<p>Another Nerv Branch sends a pilot for training before their first activation, complete with their as-of-yet activated Evangelion. This training period should last no more than a few weeks, and the trainee will thankfully remain on Nerv premises for the duration. Roll 1d6 to determine what kind of trainee arrives.</p> <ol style="list-style-type: none"> The trainee is wholly unfit for the job and was clearly picked for PR reasons. They remain blissfully unaware of this fact. The trainee has some clear mental trauma that is similar to one possessed by a pilot. They seem fit enough for battle otherwise. The trainee is clearly some kind of Manufactured, but is different from any the pilots have seen or heard of. Dealing with them is a chore. The trainee has many cybernetic implants which they claim will lead the future of Eva synchronization, but don't always seem to work. The trainee looks almost exactly like one of the pilots. During the trainee's stay, an Angel attacks. The trainee is sorted but their Eva does not activate! Roll once more on this table to determine the type of trainee, rerolling any further 6s.
4	<p>The pilots become somehow involved in a burgeoning office romance. Roll twice on the Nerv Staff table to determine who's about to get their pay docked for inappropriate fraternization. Their relationship should closely mirror any (not) developing relationships among the pilots. Roll 1d6 for an additional complications</p> <ol style="list-style-type: none"> 1-2. One of the staff members has a significant other already. 3-4. This isn't their first time around. They've had a bad breakup in the past. 5-6. They're both awkward virgins. Oh boy.
5	<p>Section-2 wants to offload some of their own responsibilities onto the pilots. The pilots begin a mandatory physical and self-defense training regimen. It promises to be brutal, humiliating, but ultimately rewarding. Pilots who actually put the effort in are rewarded with Brawl Proficiency or Training at no cost. Roll 1d6 to determine any complications</p> <ol style="list-style-type: none"> The training involves extensive grappling. Oily, full-contact grappling. The instructors seem determined to make it awkward. The training involves the perhaps previously undisclosed indoor pool in the Nerv facility. There is a 50% chance of wardrobe malfunction. An outside expert is brought in, who happens to be the pilot's homeroom teacher. They are sure to receive a thorough thrashing. The commander takes the field, in an unusual twist. They are, however their reputation and looks, easy prey for anyone with Brawl trained. The S2 agents try to get the pilots fired up by spreading rumors to set them against each other. Privately give any pilot who buys into this rumor some kind of reward. The training is complex. Roll twice on the table. Roll an additional time for each 6 until all complications are selected.
6	<p>"It's time for Induction Training!" *exasperated groans* These monotonous grinds threaten to last for a full two weeks if the pilots don't show marked improvement in some ill-defined, often secret area. Roll 1d6 for how this goes to hell</p> <ol style="list-style-type: none"> For some reason, the pilot's consciousness becomes trapped in the Magi simulation. They are unaware of this until it starts to analyze them... The training is an endless repeat of the last battle in which an Evangelion was defeated. The pilots must repeat the battle until they have no casualties. However, the game has been rigged and they are not expected to overcome it. The simulation begins to glitch out, showing bizarre human faces that whisper almost incoherently to the pilots. The science crew says that happens sometimes. The pilots face off against each other. The test only ends when at least one pilot is willing to let themselves be defeated. Instead of the normal training, there is a cumulative 20% chance each day that one of the science team's video games starts instead. The Magi are in serious need of debugging. Roll twice on the table. Roll an additional time for each 6 until all complications are selected.

Trip/Vacation

First roll on the Trip Type table to see who is organizing the vacation.

Roll 1d6	Trip Type
1-2	School Trip. This trip will feature School NPCs and the pilots will be expected to uphold all school rules during their trip. The Evas are not present.
3-4	Nerv Trip. An officially sanctioned Nerv excursion with full Nerv Staff. The Evangelions are present and on standby in case of Angel Attack
5-6	Personal Holiday. An unofficial trip featuring a mix of NPCs. 50% chance that the Evangelions will not be easily reachable during this vacation.

Roll 1d6	Event
1	<p>Umi da! It's finally a beach episode. Swimsuits, the sun, heart-throbbing happenings! The pilots must buy new swimsuits before they can go. Roll 1d6 to find out more.</p> <p>1-2. The beach is on a tropical island! The locals have some strange customs that the pilots must get used to. Not many seem to speak your language either.</p> <p>3-4. Someone brought fireworks. It's sure to be a magical evening where absolutely no one will get hurt.</p> <p>5-6. A challenge has been laid at the pilot's feet. Beach volleyball, first to five, high noon. It's time to throw down unless they're chicken.</p>
2	<p>It's a ski trip. The beautiful snowy peaks aren't as common anymore since the ice cap melted and set the world in eternal summer. In addition to buying winter gear that the pilots probably don't have, roll a 1d6 to figure out what kind of lodge they'll be staying in.</p> <p>1-2. It's run down, only has one room, and no modern amenities. Surprise! This is an emotional health camp.</p> <p>3-4. It's an all-expenses paid ski lodge with plenty of VIPs staying. However, you will be required to attend a formal event.</p> <p>5-6. It's an average cabin, nothing to complain about—except the blizzard that's locked everyone inside for the entire trip and the food supply is dwindling fast. Someone will have to make sacrifices.</p>
3	<p>A getaway to the mountains isn't what kids normally dream about, but that's where they're going. Bring your backpacks and water bottles. Roll a 1d6 to see what's going on up there.</p> <p>1-2. The pilots will engage in a team-based shooting game using paintball guns. The winner will get a special prize! The losers get bruises.</p> <p>3-4. There's an old abandoned church or shrine deep in the woods. While rumors of ghosts are largely dismissed, mysterious happenings plague the trip.</p> <p>5-6. It's a true camp out, with no cabins or modern amenities. What is this, the Boy Scouts? Pilots will have to employ their wilderness skills unless they like being outdoors in a cold sleeping bag.</p>
4	<p>The pilots will be visiting a famous city, far away from their normal Base of Operations. The exact location is up to you, but roll 1d6 to see what type of city it is. After you've selected your location, choose an appropriate</p> <p>1-2. A cultural city. This place has significant historical and political significance to whatever country it is in, and is typically representative of their overall culture. Sort of a nerdy tourist trap, expect a lot of historically accurate costumes and mind-numbingly long explanations.</p> <p>3-4. A resort city. This city is a popular vacation destination for its natural beauty such as beaches or mountains. The famous, wealthy, and retired often dominate these cities, and the pilots are likely to recognize celebrities—one of which will recognize at least one of the pilots.</p> <p>5-6. An entertainment city. Bright lights, cameras, gambling, this city has it all. While the pilots will be unlikely to participate in all of this city's delights, they will somehow become involved in its seedy underbelly. Seems criminal organizations have set their eyes on the Evas.</p>
5	<p>It's time to go to an amusement park! With so many people in one place, Section-2 will be working overtime to keep the pilots safe during their little excursion. Expect to see a lot of attractions suddenly go "out of commission" when the pilots attempt to get on. Roll 1d6 to see where they go.</p> <p>1-2. It's Magicland! Definitely not D○○oneyland. Definitely. This place has a reputation for either bringing people together or driving them apart, and that's exactly what happens during their trip here. Also, the lines are way too long.</p> <p>3-4. The Zoo or the Aquarium. This is a quiet little escape for the pilots which soothes the soul. Or it should. No matter what result is rolled on the Trip Type table, someone else who has a crush on one of the pilots tags along and their advances make it grating for everyone.</p> <p>5-6. An honest-to-god local amusement park. It has a Ferris wheel, a funhouse, and all sorts of Pre-Impact attractions that are certainly not up to code. While the pilots are there, a Hero Show with Eva-styled heroes is going on, and the pilots may not appreciate the depiction of themselves.</p>
6	<p>A relaxing getaway at the spa could be just what the doctor ordered. This could be a high-brow spa resort or a more traditional Japanese onsen. Whichever the pilots go to, it features a small motel with unnervingly attentive and insistent staff and Section-2 is nowhere to be found. Roll 1d6 to see just how they mess with the pilots during their stay.</p> <p>1-2. The staff seems insistent on giving the pilots a full makeover treatment. While they seem professional and the pilots definitely feel more attractive afterward, they seem to be looking for something on their bodies.</p> <p>3-4. There's a mineral bath on the property that the pilots seem drawn to. Whenever they take a dip, they feel their stress melting away but there is a 50% chance of them telling an unflattering secret to anyone who happens to be with them.</p> <p>5-6. The owner of the spa takes a liking to the pilots and invites them to a very high-class, well prepared dinner, where they give legitimate and relevant life advice. However, their method of giving that advice is invariably curt, hurtful, and humiliating despite their best intentions. Any pilot who attends this meal will gain 2 Stress, no matter what, but if they stick it out to the end, they are rewarded with 1 Luck.</p>

Formal Event

Roll 1d6	Event
1	<p>Someone's getting married. Create a likely pair among the regular NPCs for the bride and groom. All of the pilots have been officially ordered to make an appearance.</p> <p>Roll 1d6 for complications</p> <ol style="list-style-type: none"> 1-2. The pilots were placed in charge of the ring, but now it's missing. They have 1d6-2 (minimum 1) hours to find it before the ceremony. 3-4. An unmarried, female NPC around age 30 that the pilots know completely loses her mind. The pilots will have to keep her out of trouble or she absolutely will ruin the whole thing. 5-6. Rain on your wedding day isn't ironic, but it is unfortunate. A hurricane or similar weather strikes, forcing the entire party into a cramped shelter for the remainder of the ceremony.
2	<p>As a specially authorized UN Agency, Nerv must sometimes make appearances at their regular political functions, pilots included. This is, at minimum, a full day event which requires dress uniform. Gross.</p> <p>Roll 1d6 to see what's going on</p> <ol style="list-style-type: none"> 1. Nerv is not just a special guest, they're the very topic of debate. Politicians from all nations will be questioning Nerv and the pilots about their secrecy, the level of collateral damage, and how appropriate it is to have kids who can't even shave save the world. 2. The event is a regular ball for the international private investors in Nerv. While this is officially a UN event, the real movers and shakers here are the billionaire businessmen who have a keen interest in making sure the world keeps turning. They want to be sure their investment is paying off. 3. While the meeting is fairly standard and of little concern to the pilots, an important but yet-to-be introduced contributor to Project E is attending the event. They are very curious about the performance of the Evangelions and are willing to share a secret or two with the pilots. Assuming, of course, they can have some privacy. 4. An official press conference for Nerv. Hopefully the pilots won't have to speak too much and if they do, pray that they don't forget their lines. 5. Foreign dignitaries whose nation does not have an anti-angel project will be discussing plans to begin their own Nerv branches. Nerv has no interest in sharing any more of its secrets than it has to, and the pilots must be wary of letting too much information slip. 6. Nerv is a very busy organization and tries to optimize its schedule. Roll twice on this table, rerolling any further 6s.
3	<p>The UN is holding a charity auction to help those disenfranchised by Second Impact. Since Nerv will be taking 80% of the proceeds, one of the items on sale is a pleasant night out with one or more of the pilots. Don't worry, Section-2 is ostensibly watching.</p> <p>Roll 1d6 to see who ends up placing the winning bid.</p> <ol style="list-style-type: none"> 1. A starry eyed child connected to some world power. They think the world of the pilots and idolize them as heroes. Try not to disappoint. 2. An advertising mogul sees potential in the pilots. They use their time with them to organize a horribly thought out commercial for their product. 3. The leader of the Eva's host country. Their own guards keep Section-2 at bay while they have a serious discussion about the game's conspiracy. They are chiefly concerned with the well-being of their nation rather than the pilots. 4. A religious movement of some kind. God only knows what they want with the pilots, but they have a giddy gleam in their eyes. 5. A representative of a military industrial company wants to show off their latest E-Scale technologies to the pilots. They easily get permission from Nerv to deploy the Evas in their little demo. 6. A high profile international entertainer. They claim to want to put on a show of appreciation for the pilots, but was there really a need for them to go through all this trouble?
4	<p>A school graduation. It could be that the pilots are finally moving up from middle school to high school, or perhaps the seniors are just leaving. It's a big event, with catering, all the school NPCs and a little bit of drama.</p> <p>Roll 1d6 to see what drama happens.</p> <ol style="list-style-type: none"> 1-2. One of the graduating seniors has something important they want to share with one or more pilots. 3-4. A relatively famous couple in the school is having some difficulties. Seems they'll be going to different schools or classes after this and they've decided now is the best time to have a gigantic argument. If nothing else, it'll be entertaining. 5-6. A NPC the pilots know is thinking about dropping out of school for next year because of family reasons. They want to confide in the pilots and ask them their opinion on what to do.
5	<p>A funeral. As this person was mortally wounded during the last Angel attack, the pilots are expected to behave with some sense of reverence and decency.</p> <p>Roll 1d6 to determined who died</p> <ol style="list-style-type: none"> 1. A classmate that the pilots weren't especially close to. 2. A regular school NPC the pilots are familiar with. 3. A Nerv staff member that the pilots didn't know. 4. A Nerv staff member that the pilots did know. 5. A public figure. 6. Someone from one of the pilot's personal life.
6	<p>The pilots will be receiving some kind of honor at an official event regarding their piloting. This will be a dress uniform event, with lots of big-wigs from the military, politics, and foreign nations.</p> <p>Roll 1d6 to see how it goes</p> <ol style="list-style-type: none"> 1. This whole event is a farce. The pilots aren't actually getting any recognition and they will be subjected to passive aggressive sniping at every turn. 2. The award is more for public service than anything else. The attendees are all third-rates and has-beens, the catering is bad, and the whole event is taking place in a tacky cheap hotel. What's worse, this shabby reception is being broadcast on national TV. 3. Only one of the pilots will actually be awarded. Whether or not the pilots think this is a good thing depends on your group, but they will be lavishly and excessively praised while the others are overlooked. 4. It seems like a normal award ceremony until out of nowhere, the Master of Ceremonies drops dead on the spot. The entire building is locked down while Section-2 investigates. 5. During the ceremony, it is revealed that one of the pilot's schoolmates was actually connected to someone extremely high up in the world. They confide that they've been hiding this from the pilots because of the eccentricities of their relative. 6. This is going to be one crazy party. Roll twice on the table. Roll an additional time for each 6 until all options are selected.

Misfortune

Roll 1d6	Event
1	<p>One of the pilots has become a target for bullying. Given the average pilot's social skills there could be any number of reasons for this, but it is not only targeted, it is persistent and escalating. None of the other students are ratting out who is behind it.</p> <p>Roll 1d6 to determine how the bullying starts. Until the situation is resolved add a new option to the bullying each week. If you have run out of options, feel free to think of more childhood cruelty.</p> <ol style="list-style-type: none"> 1. Their textbooks, desk, or chalkboard are covered with insults. 2. Their belongings go missing. 3. They are suddenly shunned. Nobody will speak to or look at them. 4. Embarrassing photos of them appear on social media. 5. They fall victim to simple traps involving glue or filthy water. If this is the first option selected, they have no chance to detect it, otherwise it requires a Notice Test to avoid. 6. Salacious, damaging rumors being to circulate around the school.
2	<p>The pilots learn that someone at Nerv, possibly themselves, has been the victim of an intruder. Their home has been completely torn up, stuff is missing or destroyed, and Section-2 seems to have no idea how it happened. Every week until the situation is resolved, there will be another break in and more will be ruined.</p> <p>Roll 1d6 to determine the culprit</p> <ol style="list-style-type: none"> 1-2. Local thieves. They're extremely talented at burglary, but they are basically harmless. They will simply move on in 1d6-3 (min. 1) weeks. 3-4. It's actually Nerv. This is a training exercise gone too far. They will stop once the pilots execute a plan of action or give in and request to move. 5-6. A deranged fan of at least one pilot is looking for "souvenirs". They are very dangerous, and if they ever have an opportunity alone with a pilot, they will even try to take the clothes off their back.
3	<p>The entire city loses power. While some important facilities have backup generators, they won't last long. This complete blackout situation hampers daily life in a considerable way—Nerv operations will be significantly harder with no power, as even their triple-layered fail-safes do not work. While many suspect sabotage, for now all the pilots can do is deal with the lack of light, refrigerated food, air conditioning, and many forms of public transportation.</p> <p>First, roll 1d6 to determine how many days the power stays out.</p> <p>Next, roll 1d6 to determine another complication</p> <ol style="list-style-type: none"> 1-2. It's not just the power that's out, the water's all gummed up. While the city has opened up many showers and baths to the public, they're still public. You aren't embarrassed are you? 3-4. In the middle of all this, a truly massive heat or cold wave hits. Record temperatures make life harder for everyone stuck in the dark. 5-6. With electronic surveillance down, Section-2 relocates the pilots to a tiny, secure room that they can more easily watch them in. Hope the pilots can deal with living in a closet by candlelight.
4	<p>Budget cuts from the UN finally reach Nerv. For the next month, everyone's basically working for free. Hopefully the pilots have been saving their paychecks...wait, what do you mean pilots don't get paid? In addition to the regular hardships of going a full month without any money at all, the next Angel Battle will have 3 less Nerv Resources available.</p> <p>Roll 1d6 to see just how broke Nerv is</p> <ol style="list-style-type: none"> 1. A little broke. The pilots are probably not going to get any allowance for a bit, but aren't too affected otherwise. 2. Somewhat broke. The pilots won't be eating out for a couple weeks, but it's not all that bad. 3. Broke. The pilots daily budget has been slashed. Forget about any sort of entertainment. 4. Very broke. Meat is off the table until further notice and the air conditioner is only to run at half power. 5. Extremely broke. The air conditioner is banned and the water heater has been shut off. 6. Destitute. Lights off, cold water, vegetables only. No exceptions.
5	<p>There's a cold going around, and at least one of the pilots comes down with it. Roll on the Pilots chart to see who comes down with the disease, which will last for a week. Any pilots currently living with that pilot can be excused from most duties to nurse them if they're okay with being teased later.</p> <p>Roll a 1d6 to see how the illness affects them.</p> <ol style="list-style-type: none"> 1-2. Their illness strongly affects the pilot's vision. Perhaps their eyes swell shut, they're constantly tearing up, or the disease actually affects their eyesight. In any case, it inflicts a -10 penalty to the Awareness Skill Group and the pilot will be prone to making many errors in daily life. 3-4. The illness is the usual sort of malaise and weakness. The pilot has 1 level of Fatigue that persists until the illness passes. 5-6. The illness has bizarre, nonsensical symptoms such as confusion, amnesia, the pilot turning weird colors, or any other number of strange anime-only effects.
6	<p>A weak schoolmate or other NPC the pilots know has been kidnapped by a group of 1d10 Thugs (see GM's book). Since the target is not a pilot, Section-2 considers it not their problem, and who knows how long it will take for the police to handle this. Whether they plan to duke it out with the gangsters or somehow sneak their friend to safety is up to the pilots, but they must act quickly.</p> <p>Roll 1d6 to check the exact scenario.</p> <ol style="list-style-type: none"> 1. While the Thugs will eventually get bored of tormenting their victim, the NPC will be plenty bruised and battered by the end if not rescued. 2. The Thugs are doing this to harass the pilots. They will send notes and letters to the pilots, letting them know just how they're mistreating their victim. 3. It's just business. The targeted NPC has some value to the Thugs, and they plan to make money off them somehow. They will not release their victim—they must be rescued. 4. The Thugs have a vendetta against the NPC themselves. They will not release the victim under any circumstances, and the torture they will inflict is life-threatening. 5. The Thugs are under orders from another group trying to capture the pilots. The victim will not be harmed, but the Thugs will be waiting to capture the would-be rescuers. 6. It's a sham. The victim arranged the whole thing for their own reasons. They may or may not appreciate the pilots interfering.